

CLAIMS

1. (Currently Amended) A method for managing time-sensitive packetized data streams at a receiver, comprising:

receiving a time-sensitive packet of a data stream;

comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; ~~and~~

either dropping or playing the packet based on the comparison;

storing the packet in a buffer;

wherein either dropping or playing the packet based on the comparison comprises either dropping or playing the packet based on the comparison and a fullness of the buffer;

determining whether to insert a filler packet based on the comparison and the fullness of the buffer; and

wherein determining whether to insert the filler packet comprises:

determining if an underrun condition exists in the buffer; and

determining if a previous packet can be repeated or if a new packet needs to be inserted.

2. (Canceled)

3. (Canceled)

4. (Original) The method of Claim 1, wherein the time-sensitive packet comprises a real-time packet.

5. (Original) The method of Claim 1, wherein the payload signal is a voice signal.

6. (Previously Presented) The method of Claim 1:
further comprising analyzing the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein analyzing the energy level of the payload signal of the packet comprises: